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# CAESARS PALACE





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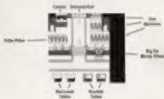
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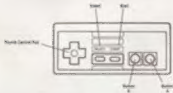
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## CAESARS PALACE Video Game Casino

Welcome to the CAESARS PALACE Video Game Casino, a special environment that will immerse you with unparalleled excitement and challenge your money skill with games of chance. Good luck and enjoy the games!



## CONTROLS



## CONTROLS

**TWINS CONTROL PAD:** PRESS THE TWINS CONTROL PAD TO ARREST THE POINTER AND LOCK THE SCREEN.

**B BUTTON:** PRESS ON THE B BUTTON TO SELECT AND FREEZE THE POINTER IN POSITION.

**B BUTTON:** AFTER YOU HAVE PLACED YOUR BETS AND BEFORE YOU HAVE MADE ANY OTHER MOVES, SUCH AS CLICKING ON "TWIN" OR CLICKING ON THE SLOT MACHINE HANDLE, YOU MAY PRESS THE B BUTTON TO CANCEL YOUR BETS.

**SELECT:** PRESS TO RETURN TO THE MAIN CASINO FLOOR. PRESSING SELECT WILL NOT RETURN YOU TO THE MAIN CASINO FLOOR IF YOU ARE RIGHT IN THE MIDDLE OF GAMEPLAY.

**START:** PRESS THE START IN ALL THE EVENTS AND DISPLAYS A CHECK INDICATING HOW MUCH MONEY YOU HAVE, ALLOWS YOU TO SEE THE TOTAL AMOUNT YOU HAVE BET ON A PARTICULAR BOARD-OF-PLAY. AFTER YOU HAVE PLACED YOUR BETS AND BEFORE YOU HAVE MADE ANY OTHER MOVES, SUCH AS CLICKING ON "TWIN" OR CLICKING ON THE SLOT MACHINE HANDLE.

## GETTING STARTED

Press any button to enter at the top of the screen. After you read that screen, you will be able to move around to the various games available in the casino by scrolling up, down, right or left.

## VIDEO POKER

### HOW TO PLAY VIDEO POKER

The video poker machines are located in the upper left corner of the casino. Move the pointer to the machine of your choice (there are 5¢, 10¢, 50¢ and \$1.00 video poker machines) and press the B button. The machine that accepts the smallest denomination provided to the table.

## AT THE PLAYING SCREEN



**TO BET:** Press the A button to drop coins in the slot (the number of coins you have bet is displayed in the upper right corner). Keep pressing on the A button until you have bet the desired number of coins. The machine will automatically begin dealing when you have reached the maximum bet rate of five coins.

If you wish to cancel your bet or redeposit, you must press the B button before you have bet the maximum of five coins.

**THE DEAL:** Once you have placed your bet, move the pointer to the [D/A] button and press A. You will be dealt 5 cards. If you want the to replace some or all of your cards, move the pointer to the button

below the card you wish to discard and press A. If you decide to keep a card you have discarded, press A on the button beneath that card. Press A when the pointer is resting on the [D/A] button to receive five cards. Before you press the [D/A] button, examine the cards; you have almost 10 seconds.

**TO WIN:** You must have one of the following hands to win in Video Poker:

## RANK OF VIDEO POKER HANDS

The following card combinations have value in Video Poker. They are listed in order, lowest-ranking hands to highest-ranking hands.

1. One Pair - This means any two cards of the same rank (aces or better).
2. Two Pairs - This means two cards of any one rank plus two cards of a different rank.
3. Three of a Kind - This means three cards of the same rank.
4. Straight - Any five cards in sequence (aces or all of the same suit) make a straight.
5. Flush - Any five cards in the same suit constitutes a flush.
6. Full House - Three of a kind and a pair make a full house.
7. Four of a Kind - This requires any four cards of the same rank.
8. Straight Flush - Five cards in sequence in the same suit constitutes a straight flush.
9. Royal Flush - The top five cards in sequence in the same suit (A-K-Q-J-10). These cards may appear in any order on your screen.

## WINNING

When you have a winning hand, you will see your money fall into the coin tray. If you don't want to cash all of your new found bounty immediately, press the A button. Now you are ready to play a new hand or you may opt to the next level by pressing Deuce.

## TO START A NEW HAND

The last hand you have played will remain on the screen until you press the A button. The Dealer will then deal you the new cards.

## VIDEO POKER PAYOFF TABLE

TYPE OF HAND	1 COIN	2 COINS	3 COINS	4 COINS	5 COINS
One Pair (aces or better)	1	2	3	4	5
Two Pairs	2	4	6	8	10
Three of a Kind	3	6	9	12	15
Straight	4	8	12	16	20
Flush	5	10	15	20	25
Full House	6	12	18	24	30
Four of a Kind	20	40	60	80	100
Straight Flush	50	100	150	200	250
Royal Flush	250	500	750	1000	1250

## SLOT MACHINES

In 1887, American inventor Charles Fey made the first slot machine called the **Big Boy**. Later the Liberty Bell, the first slot machine was manufactured by Fey and contained three wheels with colorful fruits, diamonds, spades, bells, horseshoes and stars printed on them. The machines were an immediate success and are now found in all parts of the world.

### HOW TO PLAY THE SLOT MACHINES

If you want to try your luck at the slot machine, you find them in the casino right and across the sides of the casino. Move the pointer to the machine of your choice (there are \$1, \$5, \$10, \$100 and \$1000 machines available in 3-reel or 5-reel progressive versions) and press A.

### AT THE PLAYING SCREEN

Move the pointer to the coin slot and press A to drop in as many coins (up to the maximum for that particular machine) as you would like to bet. When you have finished betting, move the pointer to the handle and press A to start the reels spinning.

### RESULTS

Scroll up to the top of the screen to see a display of results for the alignment of various symbol combinations. If the symbols showing horizontally on the payline (s) show the same stop spinning are a winning combination, you will be paid out the correct number of coins.

## TYPES OF MACHINES

There are two types of 3-reel machines and one type of 5-reel.



**THE LIBERTY BELL (3 REEL)** This is a traditional 3-reel slot machine\* it offers smaller payouts than the other machines, but the payouts are hit more frequently.

**WHEEL OF FORTUNE (3 REEL)** This is a 3-reel machine that features pay guaranteed 5, 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, 110, 120, 130, 140, 150, 160, 170, 180, 190, 200, 210, 220, 230, 240, 250, 260, 270, 280, 290, 300, 310, 320, 330, 340, 350, 360, 370, 380, 390, 400, 410, 420, 430, 440, 450, 460, 470, 480, 490, 500, 510, 520, 530, 540, 550, 560, 570, 580, 590, 600, 610, 620, 630, 640, 650, 660, 670, 680, 690, 700, 710, 720, 730, 740, 750, 760, 770, 780, 790, 800, 810, 820, 830, 840, 850, 860, 870, 880, 890, 900, 910, 920, 930, 940, 950, 960, 970, 980, 990, 1000, 1010, 1020, 1030, 1040, 1050, 1060, 1070, 1080, 1090, 1100, 1110, 1120, 1130, 1140, 1150, 1160, 1170, 1180, 1190, 1200, 1210, 1220, 1230, 1240, 1250, 1260, 1270, 1280, 1290, 1300, 1310, 1320, 1330, 1340, 1350, 1360, 1370, 1380, 1390, 1400, 1410, 1420, 1430, 1440, 1450, 1460, 1470, 1480, 1490, 1500, 1510, 1520, 1530, 1540, 1550, 1560, 1570, 1580, 1590, 1600, 1610, 1620, 1630, 1640, 1650, 1660, 1670, 1680, 1690, 1700, 1710, 1720, 1730, 1740, 1750, 1760, 1770, 1780, 1790, 1800, 1810, 1820, 1830, 1840, 1850, 1860, 1870, 1880, 1890, 1900, 1910, 1920, 1930, 1940, 1950, 1960, 1970, 1980, 1990, 2000, 2010, 2020, 2030, 2040, 2050, 2060, 2070, 2080, 2090, 2100, 2110, 2120, 2130, 2140, 2150, 2160, 2170, 2180, 2190, 2200, 2210, 2220, 2230, 2240, 2250, 2260, 2270, 2280, 2290, 2300, 2310, 2320, 2330, 2340, 2350, 2360, 2370, 2380, 2390, 2400, 2410, 2420, 2430, 2440, 2450, 2460, 2470, 2480, 2490, 2500, 2510, 2520, 2530, 2540, 2550, 2560, 2570, 2580, 2590, 2600, 2610, 2620, 2630, 2640, 2650, 2660, 2670, 2680, 2690, 2700, 2710, 2720, 2730, 2740, 2750, 2760, 2770, 2780, 2790, 2800, 2810, 2820, 2830, 2840, 2850, 2860, 2870, 2880, 2890, 2900, 2910, 2920, 2930, 2940, 2950, 2960, 2970, 2980, 2990, 3000, 3010, 3020, 3030, 3040, 3050, 3060, 3070, 3080, 3090, 3100, 3110, 3120, 3130, 3140, 3150, 3160, 3170, 3180, 3190, 3200, 3210, 3220, 3230, 3240, 3250, 3260, 3270, 3280, 3290, 3300, 3310, 3320, 3330, 3340, 3350, 3360, 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Also look for the **McCall's (3 REEL)** and the **Winged Wheel (5 REEL)** machines, also they have up to three payout lines, depending on how many coins you insert.

- Insert one coin and your payout line is the middle line.
- Insert two coins and your payout lines are the top line and the middle line.
- Insert three coins and your payout lines are the top, middle and bottom lines.

The amount of coins that can be bet is equal to the number of payout lines the slot machine has.



**WHEELS-OF-FORTUNE.** This three reel machine pays out the number that wins. Each additional coin increases the size of your payout. The more it costs for your lucky day. You can only win the progressive jackpot if you bet all three coins.

**TO SPIN THE WHEELS:** Once the reels have stopped and you have won or lost your bet, press **B** when the pointer is on the coin slot to start the wheel for the next spin.

**TO END:** Press **REEL** when the wheels have stopped spinning to take you back to the main menu screen.

## CHOP CHOP



When you play the **CHOP CHOP** machine, **REELSPIN**, or **BLACKJACK**, you will use a chip tray to hold your bet and to make your coin change.

Each chip tray has 5 columns of \$100, \$50, \$20, \$10 and \$5 chips and each column can hold 10 chips.

You can hold up to 10 chips of each denomination in your chip tray. If you have more than 10 \$100 chips, you will not be able to use all of them in that denomination column in the chip tray. If you drop more than 10 \$100 chips, you will see them begin to disappear from that column.

### 1. CHOP CHOP: CHIPS

If you win when playing **Chopchop**, the money shown on the screen will be the amount of money you have won for that particular hand of play. The amount that is shown does not include the amount of your bet for that round, which is also shown on the screen.

### **BANKING (CONTINUED)**

If you run out of \$1 chips, move the pointer over to the \$5, \$10 or \$25 columns and press the A button when the pointer is resting on the chips of your choice. When you have a chip attached to the end of your pointer, move the pointer back to the \$1 column and press A again. If you have taken a chip from one of the \$5 columns, you will now have four \$1 chips. If you have taken a chip from one of the \$10 columns, you will now have ten \$1 chips and so on.

Or, if you like, you may also move one of your \$1 chips over to one of the \$10 columns and press A. This will change one of your \$1 chips into one \$10 chip, assuming you had at least 10 \$1 chips.



### **TO DISPLAY YOUR WINNING**

On the left side of the chip tray is a portion of a clock. Move the pointer on top of the clock and press A. You will see your earnings displayed for the amount you bet before. Press A again to return to game screen.

If you prefer, you may also press [EXIT] on the top of the clock.

## **BLACKJACK**

Blackjack is the casino's most popular card game. The game was adapted from a version of the French game called 21 or "Vingt-1".

The object of this game is to have the total point value of the cards dealt you exceed the point value of the Dealer's hand without going over 21. If you go over 21 or "bust", you automatically lose, even if the Dealer subsequently also goes bust. Picture cards (Jack, Queen or King) count as 10. Aces count as either 1 or 11, whichever you choose. All other cards (2, 3, 4, 5, 6, 7, 8, 9, 10) count as their value.

After you place your bet, the Dealer starts the game by dealing you two cards and himself two cards. If you feel you need additional cards to beat the Dealer, you may take a "hit" and receive another card. There is no limit as how many "hits" you can take as long as you don't "bust" (go over 21). When you are satisfied with your hand, you tell the Dealer that you will "stand" or otherwise any more cards. The Dealer will then check his cards. The Dealer must draw a card on any point total of 16 or less and stand on any point total of 17 or more. If your cards total 21 or less and the Dealer's point total is over 21, you win. If the Dealer gets closer to 21 than you without going over, the Dealer wins.

When your point total is the same as the Dealer's, the hand will be a "push" (you neither win nor lose) and your bet will be returned to you.

### **HOW TO PLAY BLACKJACK**

The two Blackjack tables are located in the lower left corner of the casino. Watch your chips! Move the pointer to the side of your choice and press the A button.



## AT THE PLAYING SCREEN



**NO-DECK:** Press the pointer at top of one of the chips you wish to bet, then the pointer to show the chip you want to bet in the BET square and press A to release the chip. Re-pressing the A button will automatically move up more chips of the same dollar value as the chip you most recently showed in the BET square. Holding down the A button will move the chips up more rapidly, or "auto-betted" your bet. For example, if you move a \$1 chip up to the BET square and press A five times, you will increase your bet to five \$1 chips.

**THE DEAL:** When you are satisfied with the amount you have bet, move the pointer up to the large 00 where the word "Deal" is flashing and press A. The Dealer will flip deal you two cards.

**DECK:** After you have received your two cards, you may opt to take a "hit" or "stand". If you want two another card, press the A button to the right of your hand where the word "hit" is flashing. From this position, you may press A to receive as many additional cards as you want. Remember, your goal is to get as close to 21 as possible without going over. If you do bust (go over 21), the Dealer will take your bet. Your cards will remain on the screen until you press A to start the new deal.

**TO STAND:** Whenever you are satisfied with the point total of your hand, move the pointer to the BET square where the word "stand" is flashing and press A.

**BLACKJACK:** If your first two cards total 21 (any Ace with a 10, Jack, Queen, or King), you have a Blackjack or a "natural". If both you and the Dealer have Blackjack, it's a "push" or "tied". Dealer's Blackjacks (two card point total of 21) except a Player's three card point total of 21. A winning Blackjack is paid 3 to 2 or 1.5 times the amount of your bet.

**SP, OTHER PAIRS:** If your first two cards have the same numerical value, they may split them into two hands. You may also split any bet of the following two hands: 10, J, Q, K. Only after the first hand is played and completed may you play on the second hand. If the split game wins, you are treated to a one card off an each hand. When you split a pair, a Blackjack pays off the amount of your original bet only and not 1.5 times your bet.

**TO SPLIT & DEAL:** If you want the to split a pair, move the pointer to where the word "Split" is flashing on the right side of the screen and press the A button. The bet on the second hand will automatically be placed and is equal to the original bet.

**DOUBLE/DOUBT:** When your first two cards total 10 or 11, the word "DOUBLE" will flash on the left side of the screen. When the flashing "DOUBLE" appears, you may double your bet of additional amount equal to the value of your original bet.

When you double down, you are allowed to draw only one additional card.

**NO DOUBLE DOWN:** If you want the to double down, move the pointer to the DOUBLE square and press the A button.

**INSURANCE:** If the Dealer's face up card is an Ace, you may elect to take insurance after the deal deal. The insurance bet is a wager that the Dealer has a Blackjack. In other words, you are betting that the Dealer's face down card will be a 10, Jack, Queen, or King. It will cost you one-half of your original bet to buy insurance. If the Dealer has a Blackjack, your original bet and your insurance bet will be returned to you. Insurance will pay 2 to 1. If the Dealer has a Blackjack, but does not, in all other instances, if the Dealer doesn't have a Blackjack, he will lose your insurance bet and you will play out your hand as usual. Nothing is standing, as you wish.

**TO START REVERSE:** Move the pointer to the **REVERSE** line at the top of the screen and press the **A** button.

**TO START A NEW DEAL:** At the end of each hand, the cards will reverse on the screen for you to examine. After you have studied the cards, press **A** anywhere on the card table. Now you are ready to begin betting on the new hand.

**TO BET:** You may bet by the stack system flow after your hand has been placed by pressing **Enter**.

**MAXIMUM BET:** The maximum bet on Blackjack is \$10,000 (or \$20,000 if you opt your hand at Double (Double on your bet)).

## THE BIG SIX MONEY WHEEL

Also known as the Wheel of Fortune or Big Money Wheel. This is an extra game to play that will test your winning in the slots.

Bets are made by placing a chip on the top of one of the boxes. These boxes correspond to the numbers on the wheel and indicate the payout ratio. Bets together make before the wheel is spun. Winners are paid off immediately after the wheel stops on a number. If that number is the one you bet your money on, you're a winner. The higher the odds, the larger the payout.

### HOW TO PLAY THE BIG SIX MONEY WHEEL

The **MONEY WHEEL** is located in the middle of the casino (next to the slot on the right).

#### AT THE PLAYING SCREEN

**TO BET:** Move the pointer to the column that holds the chips; you can bet up to 100. When the pointer is resting on a chip, press **A**. Move the pointer with the chip attached to it on top of the other 55 boxes; you follow the wheel will stop on. Once you have positioned a chip on the line you wish to bet on, press **B** to remove the chip. By pressing the **B** button will increase the amount of money chips for that position bet. Pressing down the **B** button will move the chips up more rapidly, or "auto-spin" your bet. You may press a bet to win on all of the boxes that appear on the table, as long as you have the money to do so.





## HOW TO PLAY NOVALETTE

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■ **Prüfungsausschuss** (Prüfungsausschuss) ist ein Gremium, das die Aufgaben der Prüfungsausschüsse der Bundesländer wahrnimmt. Es besteht aus Vertretern der Bundesländer und der Bundesregierung.

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1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
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For a recent and comprehensive analysis of the legal and economic aspects of the law of torts, see the book by the author, *The Law of Torts*, 2nd ed. (1990).

by the fact that the  $\mathcal{H}^1$ -norm of a function is equal to the total variation of the function, and the fact that the  $\mathcal{H}^1$ -norm of a function is equal to the  $L^1$ -norm of its gradient.

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1. The first step is to identify the problem. This involves understanding the current situation and what needs to be changed.

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# Credits for CASTLE'S PALACE for the Game Boy

<b>PROGRAMMER</b>	Lennart Feltgen
<b>ARTIST</b>	James Coleman
<b>COMPOSER</b>	David Hughes
<b>PROJECT MANAGER</b>	David Hughes, Pauline Associates
<b>PROJECT MANAGER FOR FROM GAMES</b>	Eric Fox
<b>EXECUTIVE PRODUCERS</b>	Dr. Stephen Cooke-Walker and Neil Young
<b>ORIGINAL GAME DESIGN</b>	Eric Hughes
<b>ORIGINAL IP</b>	Lisa Simpson
<b>QUALITY ASSURANCE IP</b>	Justin Fox, Andy Kuntz, Keith Fox, Danny Lewis, Tim Williams and Michael Gane
<b>SPECIAL THANKS TO</b>	Steven L. Christopher and Cindy Garcia of Capcom World Manufacturing, Inc.

# HIGH SCORE CARD

Keep track of your scores below

Run	Game Number	Amount

# HIGH SCORE CARD

Name: \_\_\_\_\_

Name	Level Number	Score

## WARNING

### READ BEFORE USING. YOUR EYES, EARS AND THE GAME BOX SYSTEM

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games, including games played on the NES, Super NES and Game Boy systems. Persons who have not had any previous seizures may nevertheless have an undetected epileptic condition. Consult your physician before playing video games if you have an epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, or other symptoms.

## WARNING

### DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System™ (NES), your Super Nintendo Entertainment System™ (Super NES™), or any NES™ or Super NES™ games. Your projection television screen may be permanently damaged if video games with statistics screens or patterns are played on your projection television. Screen damage may occur if you place a video game on hold or pause. If you use your projection television with NES or Super NES games, neither Nintendo nor any of Nintendo's licensors will be liable for any damage. This situation is not covered by a defect in the NES, Super NES, NES games or Super NES games. Other third or fourth party plugs may cause other damage to a projection television. Please contact your TV manufacturer for further information.

## COMPLIANCE WITH FCC REGULATIONS

Under FCC rules, changes or modifications to this product not expressly approved by the manufacturer could void the user's authority to operate this product. This product generates and uses radio frequency energy and, if not installed and used in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. This product complies with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of the FCC Rules, which are designed to provide reasonable protection against such interference when operated in a residential environment. However, there is no guarantee that interference will not occur in a particular installation. If this product does cause interference to radio or television reception, which can be determined by turning the product off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Move the Control Deck with respect to the receiver.
- Move the Control Deck away from the receiver.
- Plug the AC adapter from the Control Deck into a different outlet on the Control Deck and receiver, or an extension cord.

<sup>1</sup> However, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402. Order No. GPO 1979-0-770-029-4.

